MOVING FOREST by AKA the CASTLE
http://www.movingforest.net

Email contact: now@movingforest.net

Workshop sign on
http://scrying.org/doku.php?id=movingforest_london2011_workshops

MOVING FOREST
Research/development workshops , London
November 26 to Devember 11, 2011

With
SPACE
http://spacestudios.org.uk

FURTHERFIELD
http://www.furtherfield.org

Centre for Cultural Studies, Goldsmiths, university of London
http://www.gold.ac.uk/cultural-studies/

MA Interactive Media, Goldsmiths, university of London
http://www.gold.ac.uk/pg/ma-interactive-media-critical-theory-practice/

Moving Forest is a 12 hour, five act, visual, sonic, digital, electronic and urban performance which maps an imaginary Castle and a camouflaged forest revolt onto the modern day metropolis. Thematically derived from the final 12 minutes of 'Spider Web Castle', in Kurosawa's film version of Macbeth, Throne of Blood, Moving Forest expands each of these minutes into sixty, generating a sustained event mixing performance, sound art, visual expression, media intervention and interaction between numerous performers and the general public. The event takes place both in a central location and in dispersed units across the city. Following devised and pre-scripted acts and actions, the performers and the public converge to arrive at a narrative climax of the scenario.

Projecting Moving Forest for Olympics London 2012, MOVING FOREST holds collaborative research and development workshops towards building an innovative & participatory London specific electronic media art performance.

Moving Forest was first presented at Transmediale 08, Berlin
Concept|direction: Shu Lea Cheang & Martin Howse

Documentation can be viewed
https://www.movingforest.net/berlin/index.html

Video documentation
http://vimeo.com/18465980

WORKSHOP at SPACE

(1) Open hardware hack workshop with MzTEK at SPACE , November 26 & 27
     http://www.mztek.org/

This workshop focuses on modify/remodel /hack recycled hardware for generating revolting noise,
adding remote sound transmission (i.e. microFM, electromagnetic) as rules of the game,
*** participants to bring own tools and gadgets.

(2) Patching PD (pure data) workshop scheduled for Nov. 28 to Dec.1

This workshop focuses on applying PD patch for constructing narrative
structure/score/notation/live code/collaboraton with multiple sound data/streams input, both
from onsite and remote (net-send).

This workshop will, bring together London based sound artists, PD patchers
For 3 day joint programming/plotting sessions.

Confirmed artists
   Marc Widmer & Jonas Ohrstrom (Zurich, Switzerland)
   Ryan Jordan (London)
   Alejandra Perez Nunes
   Xname
   Dani VS

WORKSHOP at FURTHERFIELD

(3) 500 slogans – Furtherfield at Victoria and Albert Museum ,   December 2-4
read, recite, sing, shout, scream, murmur, memorize and burn them.

This workshop works with Matthew Fuller's text '500 slogans' written for Moving Forest in 2008.
http://www.movingforest.net/html/slogans.html
We invite sound artists, vocalists, theater directors, writers to plot the 500 slogans as main thread
throughout the 12 hour duration of MOVING FOREST acts.

(4) How can a forest move? - scheduled for December 9-12, Furtherfield
devising street actions for insurgency act.

This workshop aims to develop Intervention and mobilizing strategies for MOVING FOREST's
insurgency (4th) act . Mapping , navigating, routing and movement in London city with collective
street actions, By means possible, i.e. social network protocols, gaming gadgets, body acts,
FM/micro radio, electro-transmission.

(Workshop leaders to be confirmed)